

ARCHON™ COMMAND SUMMARY

COMMODORE 64

To Load:

Turn on the disk drive, turn on the computer, insert the disk, then type: LOAD "EA", 8, 1 followed by a **RETURN**. (See your Disk Drive User's Manual if you need additional instructions.)

YOUR GAME MANUAL IS LOCATED INSIDE THE FRONT PANEL OF THIS PACKAGE.

NOTE:

The Luminance Cycle description on page 1 of the manual should read: "The "luminance" squares change in a simple pattern: black-blue-purple-green-cyan-white...and reverse."



ELECTRONIC ARTS™

Number of Players - One or two.

- To Start
- After the title screen, a board screen will appear.
- f3**
- To select one - or two - player game.
 - If one-player, to select Light or Dark for the computer.
- f5**
- To choose who goes first, Light or Dark.
- f7**
- To start the game.

Note: After several moments, if you don't start, the computer will start a demonstration.

To re-start - Press **Q** to return you to the opening Board Screen and the pre-game menu. This is also how you stop a computer demonstration.

To return to the Title Screen

- Press **RESTORE** key.

Movement

- Use joystick to move icons and frames.
- Use joystick button to start and finish moves.
- See Manual for detailed instructions.

Combat

- Knight or Goblin: Press button, and while it is held down, move the joystick in the direction of the enemy.
- Banshee: Press button to initiate attack. Banshee can move while screaming only if you release the button.
- Phoenix: Press button to initiate attack. Phoenix cannot move until the explosion is over.

All other icons (throw, fire, or cast a missile):

Press button to prepare missile, and fire it by moving joystick in desired direction.

NOTE: Your icon can never move while the joystick button is pressed.

Other Commands

**RUN
STOP**

- To pause or resume game play (only during a one-player game).

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